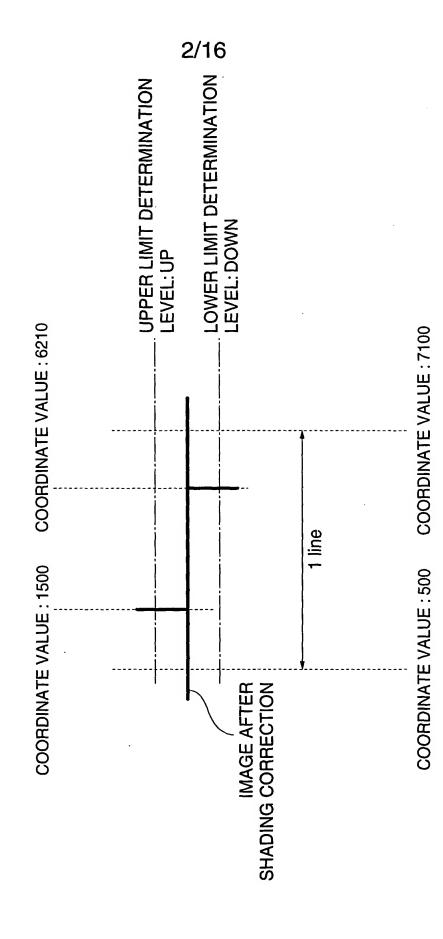
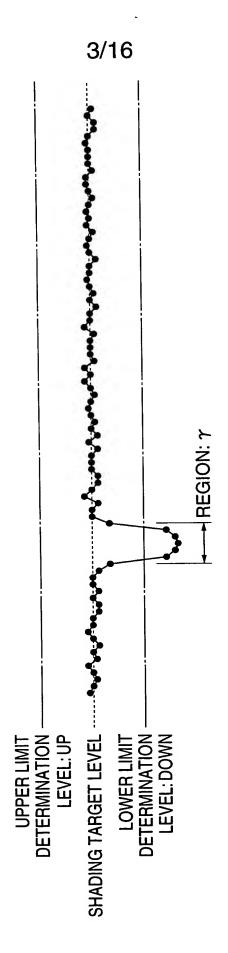


FIG. 2

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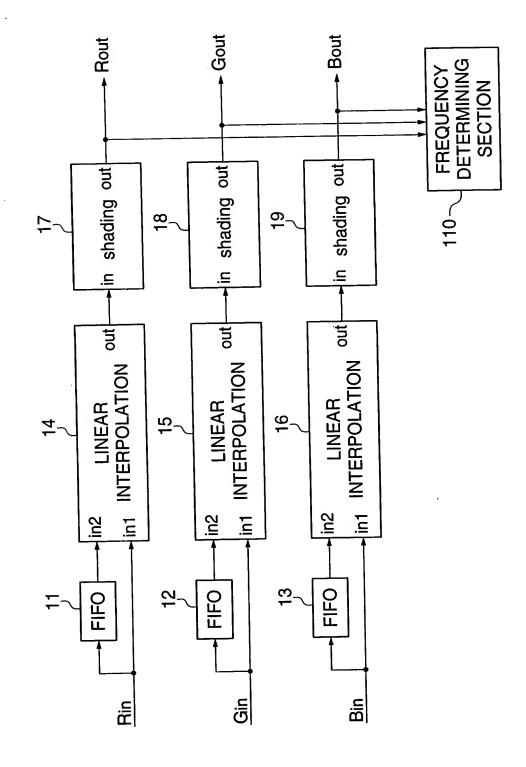
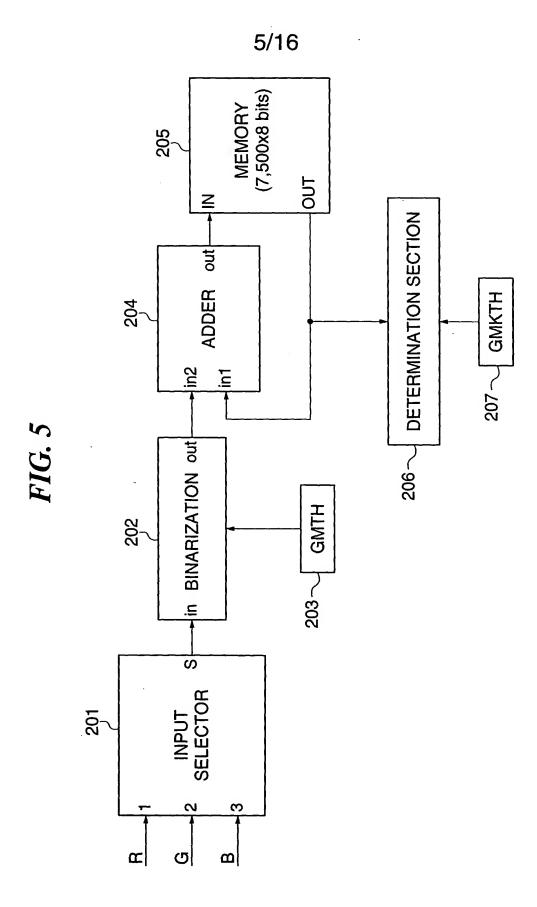
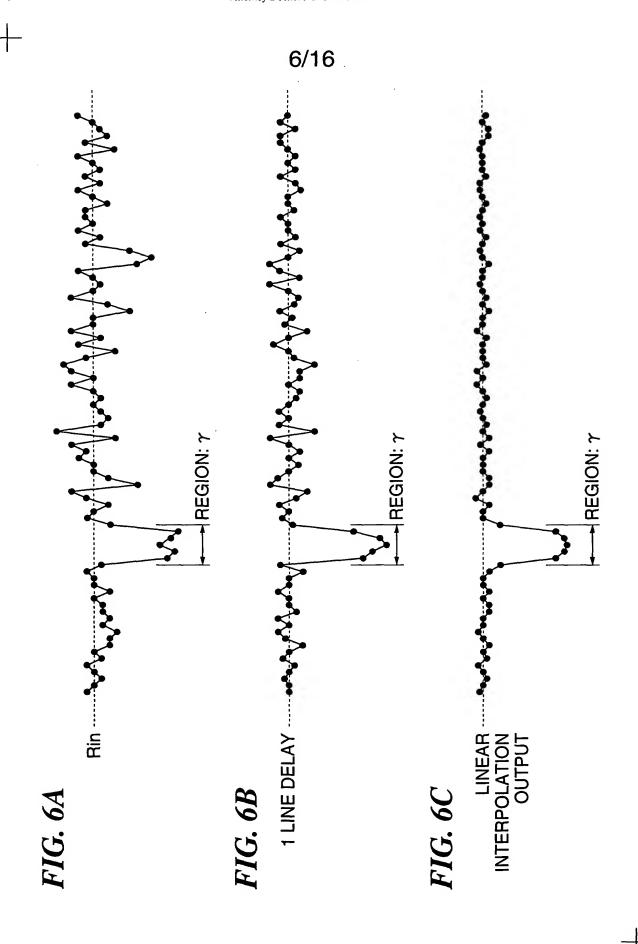


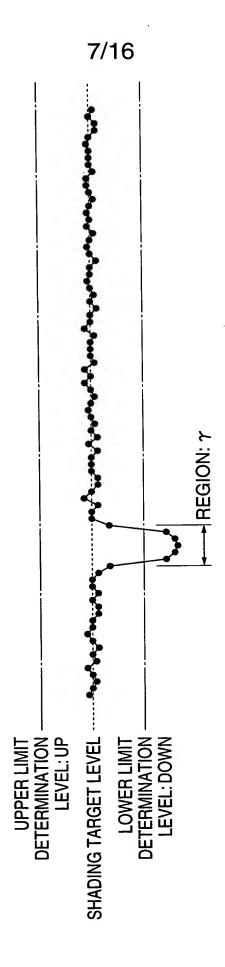
FIG. 4

**1**\_

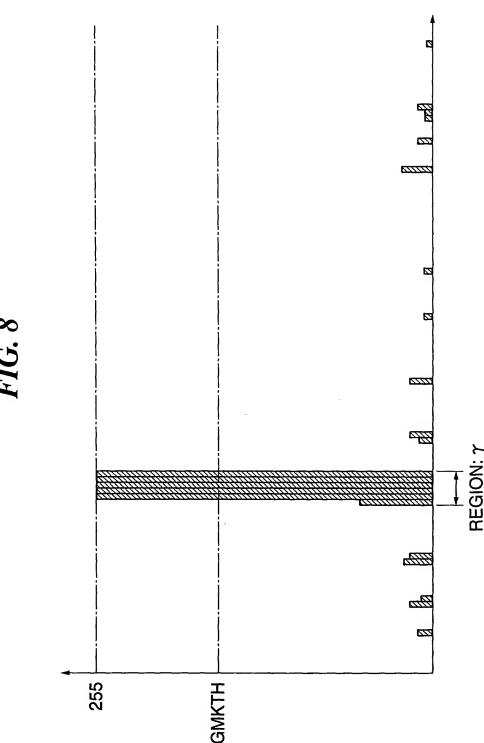




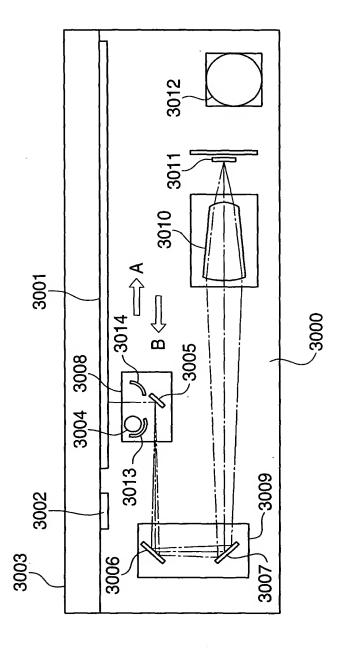








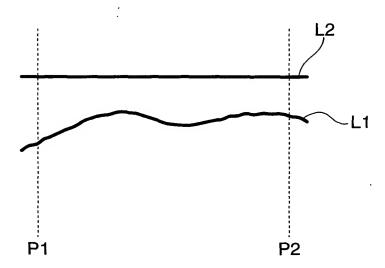
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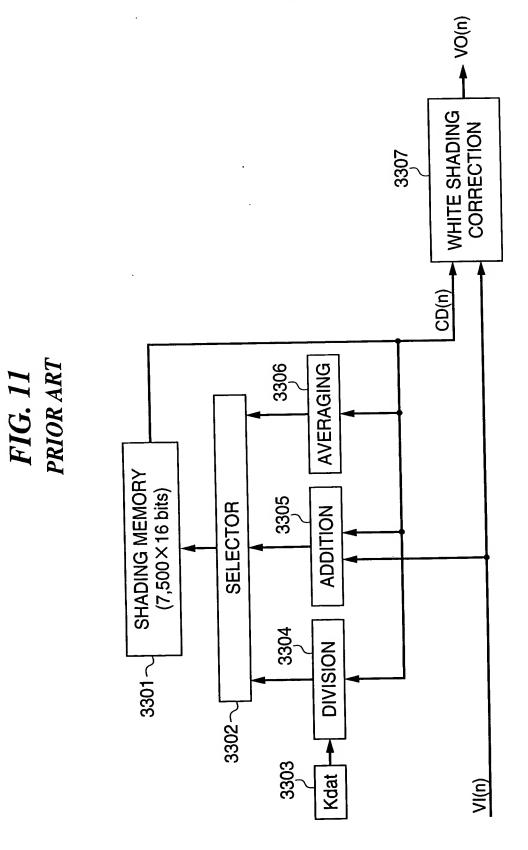
4IG. 9

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FIG. 10 PRIOR ART



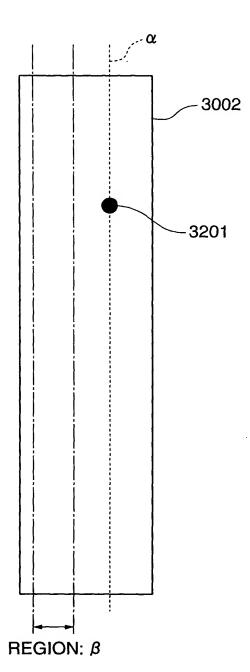
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+

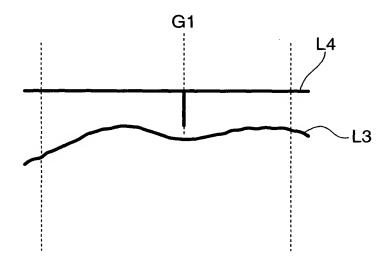
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FIG. 12 PRIOR ART



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FIG. 13 PRIOR ART



14/16 >3705 DOWN WHITE SHADING CORRECTION 3307 DUST DETERMINING 3702 replace FIG. 14 PRIOR ART 3306 **AVERAGING** SHADING MEMORY  $(7,500 \times 16 \text{ bits})$ SELECTOR 3305 **ADDITION** 3304 DIVISION Kdat

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**G**2 FIG. 15 PRIOR ART LOWER LIMIT DETERMINATION LEVEL: DOWN UPPER LIMIT DETERMINATION LEVEL: UP

1

FIG. 16 PRIOR ART

